

Amendments to the Claims

This listing of the claims will replace all prior versions and listings of claims in the application.

Listing of Claims:

1. (currently amended): A method of validating the performance of a participant in an interactive computing environment, comprising:
 - issuing a first challenge to a participant's computing device;
 - receiving a first response from the participant's computing device in response to the first challenge; to determine
 - determining whether the participant's computing device is trustworthy based on the first response; [[,]] and if it is then
 - issuing a second challenge to the participant's computing device if the participant's computing device is determined to be trustworthy;
 - receiving a second response from the participant's computing device in response to the second challenge;
 - ~~to testing~~ the integrity of an application running on the participant's computing device based on the received second response; and ~~, and then making a decision concerning the participant's involvement in the computing environment.~~
 - allowing the participant's computing device access to a computing environment based on the test results.
2. (original): A method as claimed in claim 1, in which the second challenge tests for modification of the application.
3. (original): A method as claimed in claim 1, in which the second challenge tests for a signature of at least one known patch.
4. (original): A method as claimed in claim 1, in which the second challenge checks at least one of the names, lengths and check sums of components of the application.

5. (original): A method as claimed in claim 1, in which in the first challenge the trustworthiness of the BIOS is validated.
6. (original): A method as claimed in claim 5, in which in the first challenge the trustworthiness of the operating system is validated.
7. (original): A method as claimed in claim 1, in which a check is made to determine if the application is being run within a suitably protected compartment.
8. (original): A method as claimed in claim 1 in which a monitor agent for monitoring player's performance is run on the participant's computing device.
9. (original): A method as claimed in claim 8, in which the monitor agent checks user responses to events in order to estimate whether the user's responses have been augmented.
10. (original): A method as claimed in claim 9, in which the monitor agent reports to a server.
11. (original): A method as claimed in claim 1, in which the challenge is issued by a server with which the participants computing device is in communication.
12. (original): A method as claimed in claim 1, in which the interactive computing environment comprises a game.
13. (canceled)
14. (currently amended): A method of validating performance of a participant in an interactive computing environment, comprising:
 - issuing a challenge to a participant's computing device and on the basis of a

response to the challenge by the participant's computing device making a decision about allowing the participant to participate in the interactive computing environment, wherein the challenge determines that the participant's computing device is operating in a trustworthy manner, and

issuing an application challenge to the participant's computing device to which test[[s]] the integrity of the application running on the participant's computing device based on another response received from the participant's computing device if the participant's computing device is operating in a trustworthy manner.

15. (currently amended): A method of validating the performance of an entity in a first computing environment, comprising

issuing a challenge to determine if a computing environment of the entity is trustworthy and to determine the integrity of an application run in the entity's computing environment if the entity is determined to be trustworthy, and

allowing the entity access to making a decision concerning the entities rights in the first computing environment based on the results of the challenge a response to the challenge received from the entity.

16. (previously presented): A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform the method of claim 1.

17. (currently amended): A server for validating the performance of a participant in an interactive computing environment, wherein the server is arranged to

issue a first challenge to a participant's computing device;

receive a first response from the participant's computing device in response to the first challenge; to

determine whether the participant's computing device is trustworthy based on the first response;[[,]] and if it is to then

issue a second challenge to the participant's computing device if the participant's computing device is determined to be trustworthy;

receive a second response from the participant's computing device in response to the second challenge;

~~to test the integrity of an application running on the participant's computing device based on the received second response; and , and then make a decision concerning the participant's involvement in the computing environment.~~

allowing the participant's computing device access to the computing environment based on the test results.

18. (original): A server as claimed in claim 17, in which the second challenge tests for modification of the application.

19. (original): A server as claimed in claim 17, in which the second challenge tests for a signature of at least one known patch.

20. (original): A server as claimed in claim 17, in which the second challenge checks at least one of the names, lengths and check sums of components of the application.

21. (original): A server as claimed in claim 17, in which in the first challenge the trustworthiness of the BIOS and of the operating system is validated.

22. (previously presented): A server as claimed in claim 17, in which a check is made to determine if the application is being run within a suitably protected compartment.

23. (currently amended): A system for validating the performance of a participant in an interactive computing environment, comprising a first computing device arranged to
issue a first challenge to a participant's computing device;
receive a first response from the participant's computing device in response to the first challenge; to
determine whether the participant's computing device is trustworthy based on the first response;[[,]] and if it is
~~to~~ issue a second challenge if the participant's computing device is determined to

be trustworthy:

receive a second response from the participant's computing device in response to the second challenge;

to test the integrity of an application running on the participant's computing device based on the received second response; and[[,]] ~~and to make a decision concerning the participant's involvement in the computing environment.~~

allowing the participant's computing device access to the computing environment based on the test results.

24. (original): A system as claimed in claim 23, in which the second challenge tests for modification of the application.

25. (original): A system as claimed in claim 23, in which the second challenge tests for a signature of at least one known patch.

26. (original): A system as claimed in claim 23, in which the second challenge checks at least one of the names, lengths and check sums of components of the application.

27. (original): A system as claimed in claim 23, in which in the first challenge the trustworthiness of the BIOS of the operating system is validated.

28. (original): A system as claimed in claim 23, in which a check is made to determine if the application is being run within a suitably protected compartment.

29. (original): A system as claimed in claim 23, in which a monitor agent for monitoring player's performance is run on the participant's computing device.

30. (original): A system as claimed in claim 29, in which the monitor agent checks user responses to events in order to estimate whether the user's responses have been augmented.

31. (original): A system as claimed in claims 23, in which the first computing device is a server with which the participant's computing device is in communication.

32. (original): A system as claimed in claim 31, in which the monitor agent reports to a server.

33. (original): A system as claimed in claim 31, in which the server is hosting a game and the participant is attempting to play the game.

34. (canceled)

35. (currently amended): A system for validating performance of a participant in an interactive computing environment, comprising a server adapted for

issuing a challenge to a participant's computing device and on the basis of a response to the challenge by the participant's computing device making a decision about allowing the participant to participate in the interactive computing environment, wherein the challenge determines that the participant's computing device is operating in a trustworthy manner, and ~~for~~

issuing an application challenge to the participant's computing device to which test[[s]] the integrity of the application running on the participant's computing device based on another response received from the participant's computing device if it is ~~determined that~~ the participant's computing device is operating in a trustworthy manner.